

SUPERCAR

STREET CHALLENGE™

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INSTALLING SUPERCAR STREET CHALLENGE

How to install

Before installing, close all other applications. Verify that you have the required amount of free hard drive space.

Insert the Supercar Street Challenge™ CD into your CD-ROM drive. If AutoPlay is enabled, wait a few moments until the Supercar Street Challenge™ title screen appears. On the title screen, click the Install button to begin the installation process, and then follow the on-screen instructions.

If AutoPlay is not enabled, double-click on the My Computer icon on your desktop. Right-click on the CD drive icon, then left-click on Open. Double-click on the Supercar Street Challenge setup.exe icon. When the launch screen appears, click Install.

After Supercar Street Challenge™ setup is complete, your computer will install Microsoft® DirectX® 8.0a if you do not already have it. When DirectX 8.0a installation is complete, you will need to restart your computer for the new drivers to take effect.

Now you can run Supercar Street Challenge™ by choosing Programs\Activision\Supercar Street Challenge\Supercar Street Challenge from the Start menu or by clicking Play on the CD title screen.

Please register your copy of Supercar Street Challenge™. To make it easy and fast, you can use our electronic registration system. There are two ways to access the system: (1) from the Supercar Street Challenge™ title screen click on Extras, and then click Register or (2) From the Start menu go to Programs\Activision\Supercar Street Challenge\Register.

TITLE SCREEN BUTTON FUNCTIONS

Install – Installs the game. Once the game has been installed, this button will change to Play.

Reinstall – This function allows you to reinstall the program.

Play – If the game has already been installed to your system, click this button to play Supercar Street Challenge™.

Uninstall – Click this button to remove Supercar Street Challenge™ from the system. Some files will be left behind. The Uninstaller will supply a list of leftover files, (e.g., saved games).



Extras – This button will take you to the help files, readme, game manual (.pdf), technical support, online help, electronic registration, along with supplying the options to install DirectX and Acrobat Reader (for reading .pdf files).

Exit – Click this button to close the title screen and exit Supercar Street Challenge™.

TROUBLESHOOTING

We have supplied Help documents that can help you in troubleshooting problems. There are two ways to access this help file:

1. From the title screen, click on Extras then Help Documents.
2. After installation, from the Start menu, select Programs\Activision\ Supercar Street Challenge\Supercar Street Challenge Help.

AUTOPLAY

If the Supercar Street Challenge™ title screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the Supercar Street Challenge™ CD icon in the window or right-click on the icon and choose the AutoPlay option.

4. After the Supercar Street Challenge™ title screen appears, click on the Play/Install button. If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows 95/98/ME/2000. To verify this, perform the following steps:
 - a. Open the Windows 95/98/ME/2000 Control Panel folder and double-click on the System icon.
 - b. Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95/98/ME/2000, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

Directx 8.0a

Upon completion of the Supercar Street Challenge™ setup, the installation process will continue by determining if Microsoft's DirectX 8.0a needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.

Q. What is DirectX 8.0a and why do I need it?

- A. Microsoft's DirectX 8.0a is a set of functions that gives Windows 95/98/ME/2000 games and other applications their power. Using

these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95/98/ME/2000 games. Supercar Street Challenge™ uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 8.0a functions.

Q. If I don't have DirectX 8.0a will Supercar Street Challenge™ install it for me?

A. Yes. If InstallShield does not detect DirectX 8.0a on your computer, it will install DirectX 8.0a for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 8.0a to take effect.

Q. I already have other Windows 95/98/ME/2000 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

A. If you already have other Windows games on your computer, chances are you already have an earlier version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 8.0a. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 8.0a installed on your computer, the Microsoft DirectX 8.0a installer will detect that and not overwrite any DirectX 8.0a files. You will not need to restart your computer after installation in order to run Supercar Street Challenge™.

CONTROLS

This is the default controller configuration.

menu navigation

Select Menu Option	Arrow Keys
Accept menu selection	Enter
Cancel Menu Selection	ESC

in-game controls

Steer	Left/right arrow keys
Accelerate	Up arrow
Shift Up	A
Shift Down	Z
Brake/Reverse	Down Arrow
Handbrake	Caps Lock
Change Camera View	Tab Key
Rear View	Space

GAME SCREEN

1– **Race Time:** The overall race time.

2– **Current Lap Time:** Your lap time.

3– **Best Time:** Your best lap time.

4– **Lap Counter:** Number of laps finished/left.

5– **Current Position:** Your current position in the race.

6– **Speed and Tach:** The speedometer and tachometer for your car.

7– **Mini Map:** Overall map of the city, additionally shows the location of all cars in the race.

8– **Last Lap Times:** The lap time for the previous lap is displayed.



PAUSE MENU

Continue: Takes you back into the current game.

Restart: Restarts the current race.

Force-Feedback: Toggles force-feedback on/off (only available if a force-feedback device is installed).

HUD Options: This menu takes user to a submenu of HUD customization options.

Sound: Adjust the sound and music volume.

Exit Race: Quit the current race and return to the Main menu.



GAME MODES

championship

Design Series: Design, build, and race your own Concept Car as you take it through its paces in the Design Series. Eight challenging courses await you, along with the unique challenge of developing your own Concept Car in the Steve Saleen™ Styling Studio.

Manufacturers Cup: Select your path from the three available driving styles.



Grip offers a more forgiving race experience and is a good place for beginners. Balanced is a step up from Grip, and while it presents its own set of challenges, it is still relatively forgiving. Drift is the hardest of the styles to master. Faster than the other cars, but tough to handle through the turns, the Drift Series will push your skills to the limit. Each style offers eight races across three classes of vehicles, and a special prize at the completion of each one.

Quick Race

Compete in a custom race against A.I.-controlled opponents. Select your track, race options, and car, and hit the road.

Time Attack

In this mode, you can set the number of laps to learn the course and perfect your time.

Head to Head

Compete head-to-head in split-screen competition using cars unlocked in championship mode. You can also race your own custom cars against each other in this mode.

CHAMPIONSHIP DETAILS

Championship is the main mode of the game. By winning a variety of races, you'll earn new cars and Design Studio parts and increase the number of tracks on which you can compete.

Qualifying Position

Each class has a minimum position the player can finish in to move on to the next race. This is called the "Qualifying Position."

For example: If the QP is second place, and you finish in fourth place, you must run that race again, trying to finish in second place or above. Check the QP before starting your race on the Race Preparation screen.

create-a-car

When you start a championship with a create-a-car, you are given the option to enter the Steve Saleen™ Styling Studio (please see the Styling Studio portion of this manual) and can create your own car. When the championship is complete, your supercar is entered into the top class as a rival car for future A Class races.

STEVE SALEEN™ STYLING STUDIO

steve saleen™ styling studio controls

Select Menu Option	Arrow keys
Accept Menu Selection	Enter
Cancel Menu Selection	Escape Key
Car Component Changes	Left/Right Arrow Keys
Camera Movement	Numpad 4,6,2,8
Piece Influence	Arrow keys

select your parts

Select Front or Rear from the menu. This will bring up a window with all of the unlocked pieces you have attained so far. When the piece you want to use is in the window, press Enter to confirm.

refine styling

By moving the arrow keys left or right, your car will use more or less influence from the piece in the window.



Color

Use the arrow keys to cycle through the color swatches, confirm your choice by pressing Enter.

Team Name

By selecting this option, you are able to name your racing team. This name will be used to identify your team on the Car Select menu.

Car Name

By selecting this option, you are able to name the vehicle you create. This name will be used to identify your car in track records and on the Post Race screen.

Accessories

Here you can change your car's wheels, side view mirrors, headlights, and wings.

adjusting stats

Upon finishing the visual design of your vehicle, and prior to entering the first C-class race, you are given the chance to allocate points towards making your car a true supercar. The Styling Studio offers you the chance to give your car more or less ability in the following areas:

Handling

From springs to struts, the more points that are allocated, the better your car will handle the tight turns out there. If this option is left on a lower setting, your car will have more of a tendency to slide out and grip much less when taking turns.

Brakes

Bigger is better, and the more points you put towards your braking ability, the better you'll be able to stop in any situation. If you neglect this setting, you'll find yourself going faster, but needing much more space to slow down. Remember, some races are won or lost in the turns.

Acceleration

Off the line, how does your car perform? This option allows you to go from zero to one hundred almost faster than you can blink, it's also great for regaining that lost place if you find yourself in the wall on a turn. Lower acceleration settings might be compensated by higher top speeds, but sometimes that burst of speed at the low end is needed more than sustained high speed.

Top Speed

The need for speed is strong for racers, and you're no exception. Your top speed can be the cause for a last-minute straightaway victory, or the reason why you can't perform on those tight, twisty tracks. If you forget

about speed, you better have the skills to outperform the competition in all other areas, or the lack of speed might come back to hurt you.

All of these attributes are equally important, and the upgrade path you take will ultimately mold your racing style. Make wise decisions, and you'll rise to the top of the winners podium in no time.

CARS

CLASS C

Bertone™ Pickster™

Half roadster, half pickup, the Pickster™ infuses the spirit of Grand Touring in the pickup ideology, with an extreme styling that wraps complex muscular surfaces around a highly tuned performance chassis. The Pickster arouses curiosity with its chameleon personality and stands as a true original.



Lotus™ Concept Vehicle M220™

Conceptual art brought to life—The Lotus™ M220™ has been tuned to its peak performance and is positioned to set the circuit ablaze. With its 3.5 liter Lotus V8 engine, legendary Lotus racing brake system, and distinctive styling, there's nothing on the M220™ that's less than stellar.



Rinspeed™ E-GO Rocket™

Traditional beauty blended with technology—the Rinspeed™ E-GO Rocket™ embodies the ideal of total control. While the smooth lines and open cockpit firmly hold the elegance of a racing era gone past, the E-GO Rocket™ is planted firmly in the present and future of racing.



CLASS B

Callaway™ C12™

Unique strength and exclusivity—the art of engineering is demonstrated with the Callaway™ C12™ Coupe. A powerful and expertly tuned V8 engine gives the car amazing speed. The fusion of flowing lines with sweeping shapes across its body defines the C12™ Coupe's distinct character.



Pontiac® Concept GTO™

The original and greatest muscle car has returned. The Pontiac® Concept GTO™ holds an attitude of aggression within its looks. Strong and exotic lines that convey a sense of power and motion are prevalent on the Concept GTO™. With a tweaked out suspension and lots of power, the Concept GTO™ is a force on the racetrack.



Vision™ CTEK K/2™

Distinct looks with raw power; the CTEK K/2™ is an amazing supercar. Its state-of-the-art suspension and powerful 6.0-liter V12 engine give it a sense of ferocity rarely seen in vehicles of its class. The CTEK K/2™ is an imposing vehicle that is ready to take on any race circuit.



CLASS A

Fioravanti™ F100™

Smaller, lighter, easier to control—as a tribute to the prancing horse, the Fioravanti™ F100™ is an intense and attractive concept. Its V10 engine may be less powerful than some other supercars, but the remarkable control the driver possesses in this vehicle more than makes up for it.



Pagani™ Zonda™ C12-S™

An alluring form with passion for racing—elegantly ultra-modern, the Pagani™ Zonda™ C12-S™ is an evolutionary step in vehicle development. With a 7.0 liter 12 cylinder engine purring under its sculpted surface, the Zonda™ C12-S™ stands out as one of the most awe-inspiring supercars in recent years.



Saleen™ S7™

Grand Touring Class speed with a futuristic look—the Saleen™ S7™ is born of a desire to create a machine that competes at the highest possible level. More than 17 years of racing experience has gone into the S7™, producing a highly tuned 7.0-liter V8 with top-of-the-line performance, and a visual presence that is pure beauty.



CITIES

Los Angeles

Playground of millionaires and movie stars—where the downtown skyline pierces a cityscape so dense it has become synonymous with urban sprawl. Speed down Figueroa Street and weave through the towering skyscrapers in the heart of the financial district. This is your chance to hit 200+ mph on freeways normally clogged with commuters and skid past the Staples Center™ beneath a vibrant orange sky that blankets the city as the sun slowly sets over the Pacific.



London

A city filled with intrigue and life—while difficult to navigate, this city serves as a home to Big Ben, Trafalgar Square and the famous Tower of London. Even the most skilled of racers have a tendency to meet their match in the throes of London's myriad of roads and age-old bridges. The streets are made for driving on the left, but on this rainy afternoon, you'll be lucky to just stay on the road.



monaco

Adrenaline for the racers soul—fans from all over the world focus on Monaco every summer. Its fast and famous harbor straight and dangerous hairpins are just a few of the sights to see as you speed through the seaside course. This town is a playground for the over-indulgent tourist, home for the gloriously rich, and a testing ground for a racer and their skills.



munich

Darkness embraces the Altstadt tonight. Munich is home to a duo of tracks that will take you through the Marienplatz in the heart of the city. The boarded up fountains are just one of the signs that winter has come to pass and, though no snow lies on the ground, there is certainly a chill in the air.



paris

A distinct and challenging city that is ready to test any racer—variety is the spice of life and it shows in the diversity of this city's visuals. From the amazing Eiffel Tower overlooking the quaint and quiet bridges, to the imposing Notre Dame, the city feels like no other city can.



rome

A warm city that beckons to new racers—as ancient as the hills, but still has the life and breath of a modern city. Racers on the circuit consider this their stomping grounds. From amateur to professional, with its smooth turns and long straights, it's an easy choice. The Vatican gives this city honor, the ruins give it its history, and the races give it excitement. You will give Rome your respect.



Turin

A historically rich city in the northwest part of Italy—the city is steeped in a legacy of royalty and sensibility. The storm has emptied the normally bustling streets, and the road has become slick and dangerous to drive on. The sharp right angles of the city roads serve as dangerous turns that will stretch the limits of your car and your skill.



SAVING/LOADING

Load/save

Save and load your games from the Main menu. Select the Load/Save option and select your function. Follow the on-screen prompts to guide you through the process.

save/load car

Use this function to save/load your custom cars; this will only take a few moments.



You are able to store up to ten separate concept cars at any one time. You can later delete your custom cars or save over them at any time.

OPTIONS

SOUND

In this menu, the volume levels can be moved left or right to the desired setting.

Press the arrow keys to select Mono or Stereo sound.

CONTROLLER

This screen also allows you to select what type of control scheme you would like to use.



RECORDS

This is where you can view the recorded times for all of the tracks. Both the best lap times and the best overall race times are recorded here.

video options

Select the Video Options icon to go to the Video Options menu. Here you can manipulate many different options to adjust your system performance and the visual quality of Supercar Street Challenge.

Track Detail: This setting determines how much detail is in the tracks.

Car Detail: This setting determines how much detail is on the cars.

Car Reflections: This toggles the car reflections on or off

Car Lighting: This toggles the lighting of the cars on or off

Shadows: This toggles the shadows of the cars on or off.

Headlights: This toggles the headlights of the cars on or off.

Building Reflections: This toggles the sky reflections on the buildings on or off.

Multitexturing: This toggles some car details on or off.

Coplanar Surfaces: This toggles road markings on or off.

Particles: This toggles the particle system for the game on or off.

Billboards: This toggles the billboard technology of the trees on or off.

Transparencies: This toggles the ability of transparent entities on or off.

Far Culling Plane: This is the view distance. Cycle through the selections to view more or less ahead of you.

Fogging: This allows you to manipulate how much or how little fogging there is in the game. This is used in conjunction with the Far Culling Plane option.

Projected Shadows: This toggles the level-based shadows on and off.

Antialiasing: This toggles antialiasing on or off.

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MUSIC CREDITS

"Genesis"

Performed by Prizm and Eclipse; Written, Arranged & Produced by Jay F. Salts & Brian A. Johnston; © 2000 Millenium Records, Inc.; Courtesy of Millenium Recordings.com

"Purple Overdose"

Performed by The Captain & Max Alien Thing; Written, arranged, and produced by Jon Bell & Barmak Hatamian; © 2000 Tinrib Music; Courtesy of Tinrib Recordings Ltd.

"Caterpillar (Crystal Method Remix)"

Performed by Keoki; Composed by Aude and Lopez; © 1996 Moonshine Music; Courtesy of Moonshine Records

"Time's Running Out"

Performed by Cirrus; Composed by Carter and Barry; © 1999 Moonshine Music; Courtesy of Moonshine Records

"Nassau"

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"La La La (Dave Aude Remix)"

Performed by The Freshmaka; Composed by Hollander and Schomme; © 1999 Moonshine Music; Courtesy of Moonshine Records

"Captain Cocktail"

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"Love Start Living"

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"The Sound Barrier (Deepsky Mix)"

Performed by DJ Micro; Composed by M. Marsicano; © 2001 Moonshine Music; Courtesy of Moonshine Records

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CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Activision Customer Support. Additionally, if you have internet access, check out our Top Solutions and/or search our troubleshooting database at:

<http://www.activision.com/support>

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

- Complete product title (include version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g. Pentium® 200 MHz)
- Amount of RAM
- Make and model of your video and sound cards (e.g. Diamond® Viper™ V770, Creative® Sound Blaster® Live Platinum™)
- Make and model of your CD-ROM or DVD-ROM drive (e.g. Samsung® SC-140)
- Operating system (e.g., Windows 95)

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Note: Internet/e-mail support is handled in English only.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available including patches that can be downloaded free-of-charge. We update the support pages daily so please check here first for solutions. By selecting the game you are inquiring about you can view the Top Solutions for the game to date. If you don't find your question/solution there try using the Search.

E-Mail: support@activision.com

The best way for you to help us aid you is through the use of the E-Mail Support Request Form. Simply click on the E-Mail link from our Support section of our website. You can also e-mail us directly at the above e-mail address. Please ensure that you include all of the bulleted information asked above for the computer you are running the program from when e-mailing to the above address. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons the response time may take a little longer.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays. When calling please make sure you are in front of your computer with the power on and have all the necessary information as listed above at hand.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.



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- Copy the Program onto a hard drive or other storage device: you must run the Program from the included CD-ROM (although the Program itself may automatically copy a portion of the Program onto your hard drive during installation in order to run more efficiently).
- Reverse engineer, derive source code, modify, decompile, or disassemble the Program, in whole or in part.
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